

### AMENDMENTS TO THE SPECIFICATION

Please amend the specification as set forth below.

Please interlineate a new section between the paragraphs that begin on page 2, line 8 and page 2, line 20, as follows:

#### DRAWINGS

These and other features, aspects and advantages of the present invention will become better understood with reference to the following description, appended claims and accompanying drawing, which is a logic flow diagram illustrating the method of the invention.

Please amend the paragraph beginning on page 3, line 3, as follows:

Referring to the drawing, the ~~The~~ method comprises the steps of: (a) obtaining from each player  $P_i$  a first unit  $A_i$ , wherein each  $A_i$  is chosen from a finite set of discrete candidate first units (step 12 in the drawing); (b) obtaining from each player  $P_i$  a second unit  $B_i$ , wherein each  $B_i$  is chosen from a finite set of discrete candidate second units (step 14 in the drawing); (c) deriving a third unit C using a predetermined

algorithm where  $C = f(B_1, \dots, B_n)$  (step 16 in the drawing); (d) assigning a previously unassigned game token  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$  (step 18 in the drawing); and (e) repeating steps (a) - (d) until a predetermined number of game tokens are distributed to each player (step 20 in the drawing). The term "algorithm" as used in this application is meant to denote a set of rules for determining the identity of a particular parameter. The rules can include a single mathematical formula, a series of formulae and/or one or more predetermined processing steps.

Please amend the paragraph beginning on page 4, line 9, as follows:

In one embodiment of the invention, applicable especially to certain poker games, the method can further comprise the steps of, after the predetermined number of tokens are distributed to each player, a community token  $H$ , useable by all players, is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  (step 22 in the drawing) and determining the community token  $H$  by a predetermined algorithm where  $H=f(J_1, \dots, J_n)$ ,  $H$  being wholly a function of the new units  $J_i$  (steps 24 and 26 in the drawing).

The method is ideally employed using a digital computer to store the various algorithms, calculate the various parameters and assign each game token. Non-digital computing devices can also be used to assist in carrying out the method.